



THE JACG NEWSLETTER

JACG

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FROM THE EDITOR'S DESK

I mentioned last month how I became a 16-bit, 68000 chip owner with the purchase of my Sega Genesis. And you're probably saying, "Who cares? This is an Atari magazine!" But it made think of Atari this month and how they blew it when they had a great opportunity. Let me explain.

For a paltry \$35, Sega offers a small piece of hardware that allows you to use all their 8-bit software on their 16-bit game machine. I've tried it and it works. But the interesting thing is when you compare Atari's attitude when the ST first came out. They offered no means of using current 8-bit owners software on the new machines. Furthermore, when third-party folks tried to develop translators, Atari actively tried to hamper them in their efforts.

Why would someone want such a device? Well, in my case, it was the most important reason I did not buy an ST. I simply did not want to throw out all the software I had invested in or in some cases relearn new word processors when the old familiar ones would do. Boy though, it would have been nice and if Atari had ever offered a translator device I would've bought an ST in an instant.

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Z*NET SECTION



CALENDAR OF EVENTS

NEXT MEETING:

JULY 14th, 1990

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NOISE FROM THE PRESIDENT

ATARI SAFARI

Sic transit 8-bitensis. It is now a week prior to our great institution THE ATARI SAFARI, and I understand that I may be giving the only 8-bit demo. ST'ers practically had to be turned away as so many volunteered for the SAFARI. Oh well, time marches on!

More on an ST clock

If you read my ramblings last month, you could see that I've had my share of difficulties getting a clock "chip" to fit into my ST. Well, I gave up! Bob, at Gemini Enterprises in Morristown, just got in a cartridge called "Forget Me Clock II". For the same price as the Zubair chip, this cartridge was much more to my liking. First, it is incredibly small (and as I am left-handed and therefore must utilize the mouse on the left [cartridge side] of the ST) it does not get in the way; it only juts out an inch and a half. If you read my ramblings last month, you could see that I've had my share of difficulties getting a clock "chip" to fit into my ST. Well, I gave up! Bob, at Gemini Enterprises in Morristown, just got in a cartridge called "Forget Me Clock II". For the same price as the Zubair chip, this cartridge was much more to my liking. First, it is incredibly small (and as I am left-handed and therefore must utilize the mouse on the left [cartridge side] of the ST) it does not get in the way; it only juts out an inch and a half or so. Further, it will accept another cartridge, if one ever is used. Best of all, Bob took back my unused Zubair "chip" on an even exchange. Finally, the cartridge works as advertised!

On Participation

In another portion of this issue there should be an article by our hard working Disk Librarian of long-standing, Sam Cory. Sam told me that he was (as he and many of us are on a periodic basis) tired of the Herculean efforts that a few of us must expend in order to keep the JACG a viable and worthwhile group. It seems, as I have observed in the past, that no matter what the organization is, and no matter what the size, there is only a certain percentage of members who get actively involved in the

sustained operation of the group. Of course the larger the group, the greater the number of "boosters" available to contribute. As our numbers have decreased, that gross number has also decreased. For instance, 10% of 500 members is 50 members, but 10% of 130 members is only 13 members. Please consider this if you are one who comes to the meetings only to be entertained, or to catch a bargain before the meeting. Please consider this if you don't even come to the meetings, and avail yourself only of the JACG BBS and/or the JACG NEWSLETTER. The JACG needs you! Not only does the JACG need you as a member, not only does the JACG need you as an ACTIVE member, the JACG also needs you as an ACTIVELY PARTICIPATING member. Stand up and be counted!

The ATARI EXPLORER...update

The latest on the ATARI EXPLORER is that it WILL continue in existence, with the editor, John Jainschigg, maintaining an office somewhere in the "Big Apple"...the ATARI in an "apple"...heh, heh. All things being equal, I should also be able to continue my contributions to its' content. The issue which had been held up was finally released, after an unstapling, page removal, page insertion, and re-stapling process. I guess one could say that a "bit" of a "bite" was taken out...pun, pun!

ANTIC

I got the latest issue of ANTIC this past week, 48 pages including front and back covers, program listings and advertisements. As ANTIC is now an every-other-month publication, that equates to 24 pages a month for an exclusively 8-bit ATARI publication. It's great that there is a commercial publication dedicated to the 8-bit ATARI, but I just got a renewal reminder for my disk subscription, I wonder...after HI-Res, Home Computing whatever, Creative Computing, Computer ST, Analog, ST Log, Softside, etc. ...I wonder if I should risk it? Comments? 'til next month.....

DAISY DOT III

reviewed by Neil Van Oost Jr., JACG



This is going to be a sort of unusual review as I'm going to try and break this review up a little and display some of the UNUSUAL

"fonts" that can be produced using

DAISY-DOT III

For just a little bit, I will try to stick to one font, although it isn't "EASY". The above should show you how easy it is with a very

little effort to produce text with mixed fonts. This however CANNOT be done with the distribute copy which is the disk of

this month. To digress a little let me explain. The copy of DD3 that we are "allowed" to release public domain is NOT a "FULL FEATURED" copy. It will only print a document in one font, you will not have the ability to do the above unless you have the registered version.



We have packaged two double sided disks of Daisy Dot fonts, that were created from regular nine sector Atari fonts, with the distribute copy of DD3.

After you receive and try out your distribute copy, I am sure you will want to rush a letter off to Roy Goldman, at: 2440 South Jasmine, Denver, CO 80222, with your \$25.00 donation for a registered copy as I did. Along with your registered copy of DD3, Roy will send you a double sided disk of all new and exciting fonts (some of which are used here) and a well written 50 page printed instruction manual, which completely documents all the functions of which DD3 is capable.



Some differences between distribute and registered copies are:

1. The registered version has full support for SpartaDOS X.
2. The registered version allows for more than one font to be used in one document.
3. Extra fonts are supplied (some used here) with the registered version.
4. The 50 page printed manual mentioned above.



Some common questions answered. Ques. Which 8-bit systems can use DAISY-DOT III? Ans. Any Atari 8-bit computer with at least 48K of RAM. Ques. Which DOS do I use? Ans. Atari DOS2.5, Smart DOS, MyDOS, or SpartaDOS (includes SpartaDOS X). Ques. What printers will work with DD3? Ans. Any graphics capable Epson 9 pin printer or compatible, Star Gemini 10X/SG10, NX10/1000, Blue Chip/Mannesman Spirit, Atari XMM801, or C. Itoh Prowriter.



A PROGRAM FOR PHOTOGRAPHY

BY Eric Jacoves

Do you have a Photographic darkroom?? If you do and on occasion delve into Photography making your own black and white or color prints or have in the distant past have done so then you will remember how you found a sheet of paper with the same thickness of the print paper that you were using so you could focus at the same plane as the emulsion would be to make sure that your print would be sharp. You might even have sacrificed a fresh sheet of the print paper to focus on. I have been doing this in my darkroom for many years. Well it turns out that we all were barking up the wrong tree.

When you use a camera and focus the lens on some subject you know that some part of the scene will be sharp closer than the object focused on and some area behind the focused object will also be sharp and you called this range the Depth of Field of the lens at some F-stop. This also happens with an enlarger as you are really focusing the lens on the negative and at the easel you have some Depth of Field. How much Depth of field you probably don't know. This little program will calculate the depth of field for you and it might surprise you to see how large it is. Bear in mind you must focus the enlarger carefully and usually with a grain magnifier but you will see that you could do this on the raw easel surface and that you do not really need a piece of paper to simulate the exact distance from the lens to the emulsion.

The program is based on the physics of geometric optics and is written in GFA Basic but if you put line numbers on each line of the code I can see no reason why it would not run on the Atari 800 or other Atari computers.

To illustrate the point about Depth of focus we can recall our High School days when we peeked down the tube of a Microscope. You will remember that you could move your eye up and down to the

lens and could see the object clearly at all times. If you have ever taken a photograph A-focally you will have place the camera lens above the Microscope and once you focused the camera the image was clear whether your lens touched the microscope eyepiece or was held a centimeter above it. This is depth of focus and it existed when the Depth of Field was probably less than 0.03 millimeters.

The programs output will echo the initial conditions that you give it for each run and its output is in millimeters.

in the program "Dcirc" is the circle of least confusion and dfoc is the variable that contains the Depth of Focus and it extends halfway above the easel surface and halfway below it. So you can throw away the focus paper but I should caution you that the depth of focus will vary according to the F-stop that you use so run the program for all F-stops and you will need a run for each magnification that you use. How do you measure the magnification of a print why just measure the dimensions on the easel and divide the long dimension by 36 mm or the short dimension by 24 mm. You should use a metric ruler for the measurements. You could purchase a self stick tape on the enlarger column with the magnification numbers on it which you could purchase from your friendly camera store. or simply calibrate the column yourself with a series of calculations.

It should be noted that because of differences in lens construction the values calculated in variables Dia, B, and Dcirc are close approximations. They will not cause your focus to be off.

Have Fun in your darkroom
Eric Jacoves


```

Rem BY ERIC JACOVES
Rem program to calculate depth of focus of an enlarger
Print "FOCAL LENGTH OF THE LENS IS ? ";
Input Fcl
Print "LENS F NUMBER IS ? ";
Input F
Print "MAGNIFICATION IS ? ";
Input Mag
Ea=(Mag+1)*F
Dcirc=Ea/1000
Dia=Fcl/F
A=Dia/2
B=(Mag+1)*Fcl
Aprim=Dcirc/2
X=A/Aprim
Bprim=B/X
Dfoc=Bprim*2
Lprint
Lprint "FOR MAG = ";Mag;" FOCAL LENGTH = ";Fcl;" FSTOP = ";F
Lprint
Lprint "THE CIRCLE OF LEAST CONFUSION IS ";Dcirc
Lprint " THE DEPTH OF FOCUS IS ";Dfoc;" HALF ABOVE, HALF BELOW YOUR PLANE OF FOCUS
End

```

FOR MAG = 10 FOCAL LENGTH = 50 FSTOP = 16

THE CIRCLE OF LEAST CONFUSION IS 0.176
THE DEPTH OF FOCUS IS 61.952 HALF ABOVE, HALF BELOW YOUR PLANE OF FOCUS

FOR MAG = 10 FOCAL LENGTH = 50 FSTOP = 11

THE CIRCLE OF LEAST CONFUSION IS 0.121
THE DEPTH OF FOCUS IS 29.282 HALF ABOVE, HALF BELOW YOUR PLANE OF FOCUS

FOR MAG = 10 FOCAL LENGTH = 50 FSTOP = 8

THE CIRCLE OF LEAST CONFUSION IS 0.088
THE DEPTH OF FOCUS IS 15.488 HALF ABOVE, HALF BELOW YOUR PLANE OF FOCUS

FOR MAG = 10 FOCAL LENGTH = 50 FSTOP = 5.6

THE CIRCLE OF LEAST CONFUSION IS 0.0616
THE DEPTH OF FOCUS IS 7.58912 HALF ABOVE, HALF BELOW YOUR PLANE OF FOCUS

FOR MAG = 10 FOCAL LENGTH = 50 FSTOP = 4

THE CIRCLE OF LEAST CONFUSION IS 0.044
THE DEPTH OF FOCUS IS 3.872 HALF ABOVE, HALF BELOW YOUR PLANE OF FOCUS

FOR MAG = 10 FOCAL LENGTH = 50 FSTOP = 2.8

THE CIRCLE OF LEAST CONFUSION IS 0.0308
THE DEPTH OF FOCUS IS 1.89728 HALF ABOVE, HALF BELOW YOUR PLANE OF FOCUS

GENERAL FEATURE

MAY MEETING NOTES

by Joseph E. Hicswa, JACG

Saturday, May 12 was a beautiful, cool, clear morning for driving to our monthly meeting at AT&T BELL LABS in Murray Hill. AT&T'S landscaped grounds were profuse with greenening trees. If the car window was opened, warblings of mate-seeking song birds came through to cheer you.

One member hobbled in on crutches. Now that's dedication. It was young JOHN TANNAHILL whose ankle twisted in a pot hole at his after-school job for Foodtown Foodstores. Classmates and workmates friendly nicknamed him "CRUTCH".

When I arrived, the flea market was in progress and doing a brisk business. Lots of hardware: computers, disk drives, peripherals; as well as heaps of software were being swapped for American money. Smiling faces reflected deals and sunny weather. Mingled among avid shoppers were wide eyed children caught up in the excitement of market activities. The kids were having a ball.

There was three-year old JASON HYERS of Bricktown inquisitively examining places and things to the distraction of his loving father. Mr. JIM HYERS kept anxiously looking for bargains and his errant son. At home, Tiny Jason is adept with, and commandeers the family's ATARI 800XL computer. He keeps out of mischief by enjoying his favorite games: KARATE & FROG.

Nine year old TERRANCE REILLY of Berkley Heights kept in close proximity with his proud father Tim. Terrance amuses himself at home on an ATARI 800XL with Micro League Baseball and Math Facts.

JAMES CARABALLO aged 12 of Newark came with Uncle FRANK CIRIULLI. Young

James also has an ATARI 800XL. A home disk library includes: Pinball, Surf's Up, Ninja, and Spy Hunter. His main educational program is Fraction Fever.

Unperturbed by flea market, Secretary/Membership Chairman Michael Hochman collected dues and prepared our newsletter for distribution and mailing. Assisting him with labeling was BRUCE BABIEN from Bayonne and Editor Dave Arlington. THANK YOU BRUCE!

Our May meeting was honored by former JACG President, Mr. JOSEPH (Joe) KENNEDY who flew in from Marl, Germany (between Duesseldorf & Muenster). He flew back to Germany after the meeting. Joe returns in mid June permanently to his Clark, N.J. home and plans to attend our meetings regularly. Also in the audience was Mr. ROB FORD of Middlesex who is famed as Sysop for Z-NET BBS (201-968-8248).

After the Flea Market, members meandered into the auditorium for our Question & Answer session. It began on a low key. Missing on stage was the usual large AT&T video screen which normally depicts outstanding ATARI graphics. That screen is also used for our demos. Its absence was not catastrophic. We simply used a monitor and squinted our eyes for the demos.

Security officers who open the building for our meetings did not have a key for the room where the large portable screen is stored. A call to commanding officer of security proved fruitless. The AT&T executive who could authorize and locate the key was unavailable. President David Noyes said he would follow up before next meeting.

On top of this was the absence of our regular Question and Answer leader. Nevertheless, "There is a man for every season" and we have them in JACG. Editor David Arlington stepped forward. Among the questions asked was "What is a VIRUS? What causes it?, and Can it be cured?"

ANSWERS: A VIRUS causes one's program to display or print nonsense, wipe out a program, lock up the key board, or print a message. A VIRUS is deliberately written by a devious minded programmer. The infection, on disk, hard drive, or in a program, selfloads during bootup into a part of RAM and lays there dormant awaiting some key or clue phrase in any program. Upon being awakened, it does it's nasty or frolicksome thing. Since a VIRUS is part of RAM, it is SAVED with resident program, as well as onto back-up and duplicate disks. As those disks are shared and distributed, the VIRUS spreads. Some VIRUS clandestinely hide in RAM after a completed program is SAVED. It awaits to infect the next program from another disk loaded into the computer. However, there is a cure. ATARI minds always find a way!

VIRUS can be prevented from infecting ensuing disks. Upon completing and saving a program, turn computer OFF/ON before booting up another disk. Also, for suspect disks, there are Public Domain, Shareware and Commercial VIRUS killer programs available. There was an article about VIRUS in an issue of START magazine.

Other questions were asked regarding LASER Printers; a program donated by one member living in Canada; PC Ditto II; a music application for the ST, etc.

Because of my hearing problem I was unable to discern and record all questions/answers. I hope our Q/A monitor will hereafter iterate questions and answers. It would be great if some member wrote a monthly column about the Q/A session.

For Report of Officers, President David Noyes gave a brief financial report in the absence of our Treasurer. David also related a short up-date of EXPLORER magazine status with ATARI corporation which is a political, not financial situation. Our BBS files are being edited and

abridged.

8-Bit V.P. Neil Van Oost mentioned his visit to Trenton Computer Fair (see his article in May newsletter). Neil described the 8-bit Disk of the Month--JACG #207D GRAPHICS SKETCH PAD AIDS. See demos below.

16-Bit V.P. John Dean emphasized payments by users of Shareware if we want to continue receiving quality Atari programs. He described several outstanding disks in the 16-bit library (see May issue), and informed us that CURRENT NOTES magazine will give a discount to subscribing JACG members. Mention JACG in your application and pay only \$20 vs \$24. John also told about an ad in ST WORLD for PORTFOLIO. Regular member DAVID GOLDMAN showed us the two full-page ATARI PORTFOLIO ad in NEW YORK TIMES. ATARI is advertising! Can you imagine how much it costs for a full page ad in the Times? WOW!

For our June ATARI SAFARI, there will be a five-disk, ST demo of "TXT". If you're reading this at our June meeting, you were able to see that program in action. V.P. Dean elicited a discussion about single and double sided ST disks for the 16-bit club library. These disks remain single sided. However, members desiring double sided disks will receive them only on request. There is a charge.

Our ST V.P. wants Public Domain and Shareware FINANCIAL/PAYROLL/BUSINESS programs for the ST library. Bring them to July meeting or mail them to Mr. Dean. (His address is on back cover).

Editor David Arlington explained why May newsletter was shortened. Mumps and flu bedded him for several weeks. That put a dent in his job, school, work and editorship. Plus, Z-NET did not publish a May edition. [This did not compromise the quality of May newsletter--author's note]. Editor Arlington appreciated submissions on disk which enabled him to produce our May edition.

Secretary/Membership Chairman
Michael Hochman told us that efforts to increase membership were fruitful. Excess newsletters mailed to defaulted members resulted in many renewals. There were: ROBERT CUMMINS, ERIC PLENT, BARBARA SOKOL, STEW TANNAHILL, COLIN GRAHAM, JOHN GAGNE, A.S. ELWELL, and MICHAEL ARENDASKY. He also enrolled two new members at our May meeting: VINCENT AVERELLO III, and JON POLENZ. Our thanks to renewals who remain part of our JACG ATARI family. To new members, WELCOME TO OUR JACG FAMILY. We will share with you and hope you share with us.

Because of a previous commitment, 8-Bit V.P Van Oost had to leave early. The 8-Bit DOM, JACG #207D, was demoed by President Noyes. The title screen is unique. (I've proudly shown it to friends and neighbors). The disk contains 10 files on each side. You could have bought it at May meeting for \$2. Now it will cost you three.

Sec/Membership Chairman Michael Hochman started the 16-bit demos with HARD DRIVE TURBO KIT by Michtron. Mike showed us one file "TUNE UP" - A hard drive optimizer. It is speedy and maximizes your hard drive. He found it to be faster and more efficient than an IBM version on his job. (Perhaps his employer should consider an ATARI computer).

Versatile ERIC JACOVES next gave us a thorough, detailed explanation and graphic display of CYBER PAINT. This was an experience, an education into the time, planning and patience required for manufacturing work-of-the-art graphics ATARI computers can produce. (If only Michaelangelo had this program and an ATARI--WOW! Even God might have been amazed).

Past President Joseph (Joe) Kennedy was invited to say a few words. It was nice to hear him compliment our officers and membership for maintaining unity and perseverance as a JACG ATARI

family. To emphasize this he told about an ATARI group in Holland with 5,300 members. Its president decided to share gavel and experience with someone else. Not one of those 5,299 members was willing to take the helm. The group, according to its by-laws, disbanded. Those Hollanders disappointed me. Apparently all members are not capable of forefronting such a large group. I hope they have determined individuals who will form splinter groups--chairing small clubs with which they feel comfortable. Maybe Mr. Kennedy will share this suggestion with those Dutch members. No ATARI user should ever be abandoned! They are part of us--part of our ATARI family!

Members who did not attend or had to leave early missed out on door prizes. There were ten pieces of 8-bit software. Also five packets of magazines and literature for both 8 and 16 bit computers. (If you have something you cannot sell, swap or do not want, donate it as a door prize).

A former member, MIKE (would not give his family name), attended our meeting and invited "serious, mature, ATARI users only" to his BBS--DEATH STAR (201-273-7592) SUMMIT, N.J. It is open 24 hours, 7 days a week--UP/DOWN loads--for 1200/2400 baud modems. Introducing yourself as a JACG member accelerates validation. Death Star has nine sections of on-line games--three for each section featuring EMPIRE a multi-player game.

Hope you enjoyed this article. If so, send a "Thank You" to our Editor for printing it. See you at our July Meeting.

8 - BIT FEATURE

*TURBO BASIC TIPS FOR
BEGINNING PROGRAMMERS
by Dave Arlington, JACG*

OK, it has been three months in coming, but here is finally the article

I promised on some Turbo Basic tips. If you have them handy somewhere, you might want to get out the last two JACG newsletters, April and May.

If you remember, Paul Caldwell, a JACG member, sent in a simple checkbook balancing program that appeared in our April issue. It is reprinted here with the Turbo Basic version for comparison's sake. Paul asked if there was a way to improve his input routine to accept RETURN instead of zero to signify the end of input values. Since at the same time, I was receiving many requests from other users for more Turbo Basic tutorials, I decided to do him one better and (with his permission) revamp his entire program with Turbo Basic so it be used as a teaching tool. Ironically, the one question he asked, I did not end up dealing with for reasons I'll point out later.

I want to take this time to emphasize that my goal was not to write the be-all, end-all Atari 8-bit checkbook program. MicroCheck from ANALOG is the one to get if that is what you are looking for. Nor was it to point out to Paul what a bad programmer he is. Most of the things he did or problems he encountered are very typical of those faced by beginning to intermediate programmers. The revamped version of his program does exactly the same thing it did before in almost exactly the same way. Hopefully, the only difference is that it is now a little easier to read and a little more efficient and error-proof. Also hopefully, beginning programmers will be able to pick up some useful hints in this article.

First off, let's look at Paul's original program and point out a few things. First, Paul clears the screen in Line 5 and sets an input Trap in Line 7. (We'll come back to that in a moment. Then he prints some explanatory comments to the user in Lines 20-42.

At Line 50, we have our first problem. CHKTOTAL is assigned the value

of the variable CHECK. However, what is the value of the variable CHECK? It has not been assigned yet, so we don't know what its value is. Paul is betting on the fact that its value is zero. Why? Well, when we first turn on the computer, all the free RAM is initialized to contains zeros in most of its memory locations. BASIC keeps variable values at the end of your BASIC program where at boot-up there are lots of zeros. As you add lines to your program, the variable values keep moving up in memory, still staying in zero territory.

If you only add lines, you're probably going to be OK. But don't bet on it! What happens if you start editing your program, adding lines, deleting lines, etc. Well, the variable values locations bounce up and down with the end of your program and where she stops, nobody knows. If the values locations end up in some memory your program used to occupy, the variable CHECK could have any value! You sure won't know what it is! The moral of this story? NEVER use uninitialized variables in your program. Line 50 should have been:

```
50 CHKTOTAL=0
```

or

```
50 CHECK=0:CHKTOTAL=CHECK
```

Lines 60-150 is Paul's input routine for outstanding amounts. He uses very well two nested FOR-NEXT loops to both keep track of where to put the input question mark and to make sure no more than 50 values are input. [FOR I=1 TO 5 (5) times FOR K=9 TO 18 (10 times) = 50 inputs maximum]. At line 110 he checks that if at any time, the user enters a zero for an input amount, he jumps out of the FOR-NEXT loops to Line 300.

Let's stop and talk about the TRAP Paul set on Line 7. If, at any time during his input loops, the user enters something other than a number, the TRAP catches it and sends us to Line 740.

There it prints an error message and sends us back to try again. The trouble happens if we goof it up more than once during the same input routine. The second time, an ATARI BASIC error message is printed and the program stops. The moral here? Unless your TRAP routine kicks you out of the program, don't forget to reset your TRAPS in your TRAP routine. For example, Lines 750 and 780 should be:

```
750 ? "Try again.":TRAP 740:GOTO 100
```

and

```
780 ? "Try again.":TRAP 770:GOTO 440
```

Lines 300-310 print out the outstanding total. At Lines 310-320 is another thing I question. What Paul wants to do is have his program pause long enough for the user to read the amount on the screen and be able to start it again when they want. However, stopping your program with the STOP statement is very dangerous. The user could do almost anything to goof up the program at this point. A better way is to use the following routine: (These lines replace the ones in Paul's original program.)

```
310 ? "$";CHKTOTAL:? "Hit any key to  
continue..."  
315 OPEN #1,4,0,"K:"  
320 GET #1,KEY  
325 CLOSE #1
```

This waits for a keypress from the user and then continues without having to stop your program. Everything from Lines 340-620 is basically a duplicate of Lines 40-330 with the same comments applying. Notice again, using a uninitialized variable in Line 350. Look out for these guys! Lines 630-710 are pretty much self-explanatory and Lines 740-780 are Paul's TRAP routines.

Now let's look at the Turbo-ized version (Listing Two). Notice right away how Turbo Basic's special -- remark statement (Lines 7, 9, and 67, for example) and its indented listing feature make this program a lot easier

to read. At Line 10, we use Turbo Basic's CLS command to clear the screen, replacing the vague Atari Basic PRINT CHR\$(125) way of doing it.

At Line 20, we set our input TRAP routine. Notice that Turbo Basic lets us use an explanatory label for our routines instead of making us use Line numbers. That way, if you have some general purpose routine, you don't have to worry about what line number it starts on if you renumber your program or move your routine. Notice also how TB lets you use the underscore character in labels and variables, making them very easy to read.

Line 30 makes sure I won't have any uninitialized variables! Lines 40-60 prints the title of the program.

When I originally looked at Paul's program, I noticed the input routines for both outstanding amounts and deposits were almost exactly the same except one added to the variable CHKTOTAL and the other added to the variable DEPTOTAL. Why not make one routine (In TB, a PROCEDURE) that can be used twice? We'll just use a variable (commonly called a flag variable) to signal the input routine which variable to add to. So.... at Line 100 we set the variable OUT equal to 1. (This is the flag. If its value is one, the flag is up and we use the CHKTOTAL variable. If its value is zero, the flag is down and we use the DEPTOTAL variable.)

Lines 110-150 call the input routine with the flag up, clears the screen when done and prints the amount of outstanding checks. At Line 160, I decided that since Paul's program twice prompts the user to press a key to continue, I would also make this operation a procedure. Basically, I'm a lazy person who doesn't like to type the same identical routines over and over. Anything used more than once in a program gets put into its own routine.

Lines 200-290 are the same as Lines 70-160 except we set the flag

variable OUT to be zero to signal the flag is down and we want to use the DEPTOTAL variable. As in Paul's original program, Lines 300-350 should be self-explanatory.

Lines 500-560 is the KEY_PRESS PROCedure. You've seen the example of this earlier in the article. Lines 600-650 is the input error TRAP routine. Notice how I make sure to reset the TRAP on Line 630. It does need two things explained. First off, it is a line label and not a procedure like the KEY_PRESS and INPUT_PROC routines because TB does not allow TRAPs to be set to procedures.

The other thing that needs explaining in the TRAP routine is Line 640. At first glance, ERL looks like an uninitialized variable. However, a peek at last month's Turbo Basic command list reveals it is a special variable used only in TB that holds the line number of your program where the last error occurred. So, if the user makes a mistake when doing the input statement on Line 780, ERL will have the value 780. ERL-10 gives us Line 770 which repositions the cursor where it was and reprompts the user to enter the right amount. One thing to be careful when doing tricks like this is to be sure the Line number you GOTO exists. Since I always number my programs by 10 (super easy with TB's RENUM command!), I know ERL-10 will be there. But be careful!

For the INPUT_PROC routine, I used a REPEAT-UNTIL loop instead of Paul's FOR-NEXT loops for two reasons. First, to demonstrate how it is used, and secondly, because I think it is easier to read. Essentially, the loop REPEATS getting CHECK amounts UNTIL the user inputs a zero (UNTIL CHECK=0). Lines 730-740 makes sure that if the row is greater than 22 and the column is already 26, then we have all the avlues we want, and we EXIT without doing the next INPUT statement.

Line 780 shows how the TB INPUT command allows you to put text in the

screen in the same input statement. By the way if you use a semi-colon after the text, the usual input question mark prompt will be printed. If you use a colon, like I did, it will not print it. For example:

```
770 INPUT "Amount";CHECK      prints
```

Amount?

where

```
770 INPUT "Amount",CHECK      prints
```

Amount (no question mark!)

Lines 790-830 use TB's great IF - ELSE - ENDIF statements to check our flag variable to see whether we should add to CHKTOTAL or DEPTOTAL.

Well, I hope something was learned from this breif excursion into Turbo Basic land. If you would like more Turbo Basic articles or articles on other languages like Action!, LOGO, MAC/65, PASCAL, or C on the 8-bit, let me know.

LISTING ONE

```
5 PRINT CHR$(125)
7 TRAP 740
10 POSITION 3,2
20 PRINT "*** CHECKBOOK BALANCING
PROGRAM ***"
30 ? :?
40 PRINT "Enter Outstanding Amounts.
You are"
41 PRINT "allowed a maximum of 50
entries."
42 PRINT "When finished, enter 0."?:
50 CHKTOTAL=CHECK
60 COL=0
70 FOR I=1 TO 5
80 FOR K=9 TO 18
90 POSITION COL,K
100 INPUT CHECK
110 IF CHECK=0 THEN 300
120 CHKTOTAL=CHECK+CHKTOTAL
130 NEXT K
140 COL=COL+8
150 NEXT I
300 POSITION 2,23:PRINT "Outstanding
```



```

Amount Is...":?
310 PRINT "$";CHKTOTAL,"Type CONT To
Continue"
320 STOP
330 PRINT CHR$(125)
340 PRINT "Enter Deposit Amounts. You
are"
341 PRINT "allowed a maximum of 25
entries."
342 PRINT "When finished, enter 0.":?
350 DEPOTOTAL=DEPO
360 COL=0
370 TRAP 770
400 FOR I=1 TO 5
410 FOR K=5 TO 9
420 POSITION COL,K
440 INPUT DEPO
450 IF DEPO=0 THEN 600
460 DEPOTOTAL=DEPO+DEPOTOTAL
470 NEXT K
480 COL=COL+8
490 NEXT I
600 POSITION 2,23:PRINT "Total Deposits
Are...":?
610 PRINT "$";DEPOTOTAL,"Type CONT To
Continue"
620 STOP
630 PRINT CHR$(125)
640 PRINT "Enter Starting Balance"
650 INPUT STBAL
660 CURBAL=STBAL+DEPOTOTAL-CHKTOTAL
670 PRINT CHR$(125)
680 PRINT "Current Balance Is...$"
690 POSITION 24,1
700 PRINT CURBAL
710 END
740 POSITION 2,23:PRINT "You Made A
Non-Numeric Entry."
750 PRINT "Try Again.":GOTO 100
770 POSITION 2,23:PRINT "You Made A
Non-Numeric Entry."
780 PRINT "Try Again.":GOTO 440

```

LISTING TWO

```

7 -----
8 REM Initialize and Title
9 -----
10 CLS
20 TRAP #ERROR_ROUTINE
30 CHKTOTAL=0:DEPTOTAL=0
40 POKE 82,0:POSITION 3,2
50 ? "**** Checkbook Balancing Program
****"

```

```

60 ? :?
67 -----
68 REM Get the Outstanding checks
69 -----
70 ? "Enter Outstanding Amounts."
80 ? "You are allowed a maximum of 45
checks."
90 ? "When you are finished, enter
0.":?
100 OUT=1
110 EXEC INPUT_PROC
120 CLS
130 ? "Outstanding Amount Is...";
140 ? "$";CHKTOTAL
150 ? :?
160 EXEC KEY_PRESS
197 -----
198 REM Get Deposit Amounts
199 -----
200 ? "Enter Deposit Amounts."
210 ? "You are allowed a max. of 45
deposits."
220 ? "When you are finished, enter
0.":?
230 OUT=0
240 EXEC INPUT_PROC
250 CLS
260 ? "Total Deposits Are...";
270 ? "$";DEPTOTAL
280 ? :?
290 EXEC KEY_PRESS
297 -----
298 REM Get Initial Balance and End
299 -----
300 CLS
310 INPUT "Enter starting balance-->
",STBAL
320 CURBAL=STBAL+DEPTOTAL-CHKTOTAL
330 ? :?
340 ? "Current Balance is ...$";CURBAL
350 END
497 -----
498 REM Keypress routine
499 -----
500 PROC KEY_PRESS
510 ? "Hit any key to continue..."
520 OPEN #1,4,0,"K:"
530 GET #1,KEY
540 CLOSE #1
550 TRAP #ERROR_ROUTINE
560 ENDPROC
597 -----
598 REM Error Routine
599 -----
600 # ERROR_ROUTINE
610 POSITION 2,23

```



```

620 ? "Non-Numeric Entry. Try
Again...";
630 TRAP #ERROR_ROUTINE
640 GOTO ERL-10
650 END
697 -----
698 REM Input Routine
699 -----
700 PROC INPUT_PROC
710 COL=0:ROW=8
720 REPEAT
730 IF ROW>22
740 IF COL=26 THEN EXIT
750 ROW=8:COL=COL+13
760 ENDIF
770 POSITION COL,ROW
780 INPUT "Amount>",CHECK
790 IF OUT=1
800 CHKTOTAL=CHECK+CHKTOTAL
810 ELSE
820 DEPTOTAL=DEPTOTAL+CHECK
830 ENDIF
840 ROW=ROW+1
850 UNTIL CHECK=0
860 ENDPROC
-----

```

A COMMENTARY

by Sam Cory, JACG 8-Bit Librarian

A PERSONAL OPINION BY SAM CORY

Notice my new address on the back of the Newsletter. Person who sends Newsletters, PLEASE DO. This is the most common fault between us humans. We do not understand how to communicate.

Today I played back my telephone answering device and heard the wonderful message from a 520ST owner of his interest in our club. I waited for an address which never came but there was a telephone number. The man Joe McMann (spelling?) was very distinct about everything else but he slurred through the number so much I could not understand it after hearing it 10 times. I got 352 nicely. Then 76 ok. Next sounded like 49 then 165. The 65 was clear. Does this mean area code 352 (not listed in my phone book) or an Elizabeth, NJ call??

I would like to help the man or anyone else but a little consideration

for your officers is needed. We serve without pay and I know in most cases put at least 4 hours a week every week on club business. We even pay from our own pockets many phone calls and postage. Try to help us by taking the monetary load into your hands. Of course, if you want we can bill the club.

The biggest part of this is the lack of help for and interest in the club. Just a few months ago the largest ATARI club in the world >5000 members and located in the Netherlands went belly up. Why?? because of lack of member support. Two men were carrying the club. One quit and the other dissolved the club because no one would help. All assets were sold. This could happen quickly to us. JOE KENNEDY HAS ALL THE INFORMATION. Neil Van Oost, Jr is doing all the 8-bit demos and write-ups in the Newsletter. He will not take another office and I do not blame him. Dave Arlington has had to fill out the pages in the Newsletter. How much longer can he carry the load? I could go on for the rest of the board. ATARI is dying in our club mainly due to member apathy. The latest shaft was the board members denying they had any responsibility towards shareware. The only decent 8-bit programs we are now getting is from shareware. If the club and members do not support shareware how long do you expect the shareware programmer to want to exist. We are a bunch of crooks who are stealing our future.

June is our ATARI SAFARI. I hope we have enough contributors to this valuable yearly event. I would not bet on a good showing this year. Blame yourselves. Bet the usual contributors will be there.

I appologize for not making these statements at a meeting and spreading the dirty linen all over the Newsletter. The move and family considerations make it impossible for me to contribute to the meetings for some time. I miss the people and what can be learned. I will continue my job

as long as any president wants me to. I will be a member until either the club or this 72 year old man folds. I do not have hope any of this will shame anyone. You have not shown that kind of responsibility.

This months' disk of the month is another shareware set. The shareware distribution of Daisy Dot 3. Neil (notice that name again) has gone over a large amount of fonts which you will find on the disks. Each disk will cost \$3. One dollar to go as a shareware donation. Don't forget to send your share of \$10. See Neils writeups and the address in the disks. To get the real DD3 is going to cost you more money. I am writing this without Neils disks. We oly talked over the phone.

EDITOR'S NOTES:

I would like to take this moment to comment on some of Sam's comments. I said when I took the position that I can be outspoken sometimes and I guess this counts as one of those times. Mainly becuae many of Sam's comments echo my own feelings.

On the newsletter: This month I only recieved FOUR articles from a membership of over 120! Now, it so happens there is a certain overhead in producing the newsletter. Things that take the same amount of time whether I recieve 2 articles or twenty. I would say at least two days time in overhead, including hand delivering the newsletter to the printer. This does not count time if I have to retype any articles or time spent writing articles to fill pages. Now, the months I get twenty articles, I don't mind. But months like this month, when I only get four, I ask myself, is this worth 2 days out of my life each month? So if in the future, the newsletter goes bi-monthly or disappears, don't put the blame on me. No articles == No newsletter, a very simple equation.

On the club donating a share of proceeds of each disk sale to shareware

authors: I am in favor of this as Sam is, and voted so at the Executive Board meeting. However, in this democratic society, I was outvoted. Those opposed did have some valid reasonings. Perhaps in a future newsletter I can wrangle the reasons why out of one of those who voted Nay. I don't recall them off-hand.

On Neil being the only person doing 8-bit demos at the meetings: Usually every month I bring an 8-bit piece of software in case we are short of demos. I realize in these cases, that I am there as a back-up and if not needed, then that's fine. HOWEVER, at least four times, including last month, I have been specifically told that I was going to be doing a demo only to get blown off. (In other words, cancelled, rescheduled, ignored). Usually with no word of explanation or apology. Given that kind of track record, it's hard for me to express much sympathy when officers tell the club that no-one is willing to do 8-bit demos.

CONTINUED FROM COVER

Imagine having the best of both worlds! Using my old familar software with the increased storage capacities and speed of an ST, plus all the new software that would have been available to me. And I'm sure every ST owner, at LEAST once, must have said, "I wish they made an ST version of that 8-bit program."

Of course, Atari's stock answer to all this speculation of what could've been has always been, "You want a translator? We have one for \$100.00, it's called an Atari XE." Of course, who besides Dave Noyes has enough room or electrical outlets to have both machines hooked up? Not to mention the seperate disk drives and montitors.

So while 8-bit software goes the way of the dodo bird and ST software shrivels as well, each lacking a large, loyal potential customer base that could've been, I'll sit here and enjoy both the 8 and 16 bit worlds with a machine from a company that has the foresight that Atari seems to lack.



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June 1990 Vol. II No. 5

THE STATE OF ATARI

Tuesday, May 15, Sam Tramiel presided over the 4th annual Atari Corporation shareholders meeting in Sunnyvale, California. The two orders of business were to elect the directors for the following year and to ratify the appointment of auditors. Both items passed as expected, with no changes to the re-elected board.

Information provided to shareholders included ownership and control statistics. Jack Tramiel now owns 43.8% of Atari stock, while Warner Communications holds 24.6%. The 16-member group including all directors and executives of Atari Corp hold an aggregate of 51% of all stock. There are almost 58 million shares of Atari stock outstanding.

Atari reported net income of \$1.5 million or \$.03 per share on sales of \$85.5 million for the quarter ended Mar. 31, 1990. This compares with net income of \$3.3 million or \$.06 per share on sales of \$88.8 million for the first quarter ended Mar. 31, 1989. The results for the quarter reflect continued revenue growth for the Atari ST and Atari PC compatible product line, and the new Lynx video game machine. The decline in revenue from last year is attributed by Atari to the impact of competition in the company's traditional 2600 and 7800 video game market in the United States.

After the official meeting ended, Richard Miller and Leonard Tramiel gave shareholders an overview of the new TT 030. Antonio Salerno discussed features and new applications for the Portfolio. Future applications for the Portfolio include software for construction cost estimation and tennis, golf, and bowling, handicapping and scorekeeping.

A question and answer period followed, with questions ranging from the commonly asked U.S. marketing concerns to topics as

specific as the status of Atari Explorer magazine. Sam Tramiel responded to the Atari Explorer question by stating that the magazine had been brought "in-house", and that the new editor was Jim Fisher (see detailed EXPLORER story inside).

On display at the meeting were the STe running a digitized stereo sound effect demo, the TT 030 displaying a video quality graphic demo, the Atari MS-DOS computer with a Portfolio Ram card drive attached, the Portfolio, and several Lynx's encased in a new point of purchase display that allows consumers to play the up to four Lynx's inside the plexiglass-like enclosure. New Lynx titles being displayed included Ms. Pacman, Klax, and Slimeworld. Sam Tramiel also announced that Atari hopes to ship approximately 400,000 Lynx's by year's end, with approximately 30 "hot" game titles available in time for Christmas.

Meanwhile, stories circulating through the Atari dealer network perhaps reflect frustration more than fact. Currently, the rumor being passed by some dealers says that the Atari TT 68030 computer may never be offered through most current dealers. Those we talked to cited what they saw as a trend: Portfolio - direct sales through Atari; LYNX - upscale department stores; Stacy - unavailable, but sold only by music stores; Atari Advantage (forthcoming 520ST bundle) - downscale department stores; STE - unavailable; 1040ST - obsoleted by the STE and out of stock anyway; MEGA 2 - pre-obsoleted by VME-equipped MEGA STE concept, but out of stock anyway; MEGA 4 - same as MEGA 2 but at least currently available for Atari dealers. Dealers are wondering if they are being phased out of Atari's future plans, while Atari officials deny such an intent. ♦



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Z*Net Newswire...



⇒ The Atari STE computer was approved by the FCC for US distribution some weeks back, but may not see availability in the US for at least another month. The substantial internal shields required to pass FCC rules are said to have been causing production delays, adding to the frustration of the Atari product-starved US dealers who see the STE in full flower on all other shores.

⇒ The long discussed SOFTSOURCE program will debut shortly on the GENIE Telecommunication system. Atari Corp is running the international developer support resource, and announced that it would be on the Genie system. It is already open for developers, who are being heavily encouraged to post their product information as soon as possible. When complete, users will be able search the data for information on commercial programs that fit their need and budget, then the user will be able to download a working demo of that software. Later, the data and programs will be distributed on CD ROM disks for dealers and user groups to reference off-line.

⇒ CEBIT ROUNDUP: This year's Spring CEBIT show in Hannover, West Germany, was again the largest computer show in the world, featuring 23 exhibition halls. Atari had prominent displays and press conferences, and announced a new, smaller screened version of the LYNX portable game, promised a new line of portable computers that might include palmtop ST-compatibles, and promoted the 68030 workstations that are to appear this year (and are said to be already in production). ATARI also showed off the memory expansions that upgrade the PORTFOLIO to 640 KB, and 'One-Time-Programmable'-ROM cards that can only be written on once. Atari displayed 5 ROM based cards for the Portfolio, including extended DOS utilities; financial calculator; scientific calculator; and two

games packages - Mindgames (including backgammon, draughts and reversi) and Portfolio chess. These cards will cost \$48.00 and should be available soon.

⇒ ATARI presented their own ATARI-NET that links STs, TTs and PCs together on an Ethernet standard, and the CD-ROM was shown again. The Bertelsmann Company has transferred the COBRA retrieval software onto the ST. This is a sophisticated piece of software used for the PC-CD ROMs that are already available.

⇒ PC emulators for the ST shown at CEBIT included Heim Verlag's PC Speed V4.1. The STE version of PC Speed does not require any soldering. The first MS-DOS Emulator for the ST based on a 80286 processor was presented by Vortex, intended to be available this summer at a US price of around \$300 (!).

⇒ WOA Vs.GLENDALE II: World of Atari show promoter and ST WORLD magazine publisher Richard Tsukiji announced in May that he plans to hold another WOA show in San Jose, California, in August 1990. Tsukiji had been informed by Atari that he should not attempt to schedule any shows within 30 days of another Atari show commitment, and that he ought to give a minimum of 120 prior notice of his show dates. GLENDALE show organizer John King Tarpinian is concerned, as his show date is September 15 and 16. Last year, the user-group Glendale, California, show was canceled due to the same scenario, with Tsukiji scheduling a competing San Jose show only weeks away from the Glendale date. Developers had to make hard choices about which California show to give their time and effort, and both shows were ultimately canceled. This year, Tarpinian says he will not cancel Glendale, and adds that his show date has been known to Atari and Tsukiji since last Summer. Atari has

committed to supporting the Glendale show, and now must decide whether to support or even to allow the newly scheduled WOA, literally in their own Sunnyvale back yard. Atari is aware that to do so may seriously damage both the Glendale effort and user group relations in general. Tsukiji, a private businessman promoting Atari shows for profit, has not yet held a WOA show without Atari supplying him many thousands of dollars of equipment for booths, advertising, and personnel. He has also announced plans for a Boston area show. For information on the Glendale show, call John at (818) 246-7286.

⇒ The PACE show near Pittsburgh, PA, held on April 28 and 29, was a surprising and resounding flop. Despite a fair sample of developers and dealers in the roundup, plus lots of promotion on BBSes, direct mail, and display advertising, only about 450 people in total turned out for the show. Worse yet, PIRACY was clearly and blatantly demonstrated. Several developers were told to their faces that "I don't need to buy it here, I can get this software from a friend". Another actually brought back a purchase he made at the MICHTRON booth and asked for a refund, since he found out he could get it on a BBS instead. Piracy and copying was freely discussed as though it were socially acceptable. Atari User Group Manager BOB BRODIE was at the show on Sunday, and was accosted by angry users who seemed not be able to distinguish between Atari's messenger and Atari itself. Bob was uncharacteristically short with people there, largely due to the unconscionable display of disrespect to both Atari and to developers. What went wrong? Some observers blame a Pittsburgh user group called ATARI ELITE, whom they say promote an atmosphere of free piracy by maintaining a rental library of commercial software. Elite members defend the library,

and say that it is both legal and that rentals cannot force anyone to make illegal copies. Elite officers say that the show was a PACE affair, and that PACE must bear the responsibility for the show that Elite had no part of. PACE and Elite have had a running battle for several years, and hard feelings there may have contributed to the low turnout.

⇒ Dave Small premiered his 68030 adapter board and an APPLEALK network adapter at the April Disneyland WOA. The 68030 is "still an experiment" which may or may not ever see commercial production. The first version, just up and running before the show, offers a four-fold speed increase over a standard ST/MEGA. The potential remains for tuning and redesigning the system to yield a theoretical tenfold available increase. The TT itself is expected to run at about 5 times the ST speed on ST applications. The other surprise from GADGETS is a network adaptor that is almost ready for marketing. Although the perilous FCC approval process lies ahead, the APPLEALK compatible card will attach internally to the MEGA buss and will provide an extra pair of serial ports to any MEGA. They may be addressed as standard serial ports (allowing multiple modem sessions at once, for instance), and in SPECTRE MACINTOSH mode, will allow instant access to MAC peripherals and networks. A price was not announced. Later versions may include a unit compatible with ST and future STE/MEGA STE computers.

⇒ What is sure to be one of the most desired IBM emulators available for the ST and MEGA computers, the SUPERCHARGER from TALON is now both better and more expensive. Early

Continued...



...Z*Net Newswire



reviews of the tiny external box that goes in the hard-drive chain off the back of any ST revealed two major flaws: inability to operate in cooperation with ICD hard drives, and the failure of the software system to recognize the "\" backslash character used in the USA flavors of DOS to control sub-directories. BOTH of these problems are fixed in the current SUPERCHARGER, which also now comes with 1 MEG of RAM onboard, along with MS DOS 4.1 plus utilities. Better yet, the meg of RAM in the self powered unit is addressable as a RAMDISK by the ST when in ST mode. However, the price reflects these improvements: now \$450, up from \$399. Talon Technology, 619-792-6511.

⇒ The Codeheads, John Eidsvoog and Charles Johnson, have opened a multiline BBS in Los Angeles, California. It is a general access and wide interest system that will also serve as the main telecommunication depository of information and discussion of the many Codehead products, including Maxifile, Multidesk, Codehead Utilities, MIDIMAX, and more. Charles's line of shareware titles under the Little Green Footballs label will also be available. CODEHEADQUARTERS invites your calls at 213-461-2095, 24 hours a day. CODEHEADQUARTERS carries Z*Net Online Magazine each week.

⇒ The first issue of ST-JOURNAL, the newest ST magazine, is in distribution now, but publisher Steve Lesh reports that most are selling out as soon as they reach the stands. So, Steve will mail an introductory ST-JOURNAL to anyone mentioning this offer for just the cover price of \$4.50. You will be assured quick and certain home delivery of the issue for exactly what you would pay in a store. The first issue features 74 slick and two-color

pages of news, reviews, opinion, and comparisons. See your dealer or send \$4.50 to: QUILL PUBLICATIONS/Z*NET OFFER, 113 West College Street, Covina, CA 91723. Advertising and contributor information: (818) 332-0372.

⇒ Although no formal announcements have yet been made by WordPerfect, it is being treated as common knowledge that the premier word processor will be upgraded "on all platforms" to the 5-point-something level this summer. A major selling point of the Amiga and Atari versions of WP included the portability of files between IBM and other platforms, but with the IBM currently at 5.1 and the Atari and Amiga at 4.1, that compatibility is gone, or at least limited. Z*Net will continue to follow the story.

⇒ A Portable Power Case that completely encloses the Stacy Portable ST computer is now available. It features compartments for books, diskettes, battery charger and two battery packs. The hard-drive equipped Stacy can run on this unit's battery power for 4 continuous hours, as compared to less than a half hour using the internal pack. The case was obviously designed by people in touch with the ST market because the case is large enough to hold a Stacy with a Spectre GCR AND SuperCharger installed! \$348 from MultiByte, 15 Wedgedale Drive, Sterling, VA. 22170, (703) 406-9139.

⇒ Want a MEGA keyboard for your 520ST or 1040ST? SPROKITS offers MEGAMATER for only \$19.95. This cable will let you plug a MEGA keyboard (you supply it separately) into any ST. Two models are available for older and newer design ST computers. Sprokites also carries a full line of custom travel cases for all Atari computers and peripherals. A stylish balck nylon LYNX carrying case is \$29.95. SPROKITS, 417B Foothill Blvd. Suite 381, Glendora, CA

91740, (818) 914-2400.

⇒ Meanwhile, Diverse Data Products, Inc. is offering a remote keyboard interface for the ST called the KX. The KX hardware allows you to connect an IBM AT type keyboard to your Atari ST/STE/MEGA computer - \$74.95. Another product of Diverse is a memory upgrade board for the ST called a Megaboard II, compatible with all Atari ST and Mega computers. It plugs into the Video Shifter socket and includes four SIMMS sockets, allowing the capability of up to four megabytes to be installed - \$159.95. Diverse Data Products, Inc., P.O. Box 695324, Miami, Florida 33269, (505)651-2595.

⇒ PageStream, one of the top publishing systems for the Atari ST, is about to get better. PageStream 2.0 is to be shipped as an added cost upgrade in the immediate future. SoftLogik' Deron Kazmaier says that the new edition will be "fully integrated with Agfa Compugraphics' hinted outline fonts, as well Adobe Type 1 IBM format". PageStream will now use the outline font technology for both the screen and printer output for top quality. Version 2.0 will also feature advanced tagging, saved separately from the documents, plus "larger maximum page dimensions (billboard size and beyond)". Upgrades will cost \$75, while the new package will retail for \$299 (up from \$199). SoftLogik also announced that they will be distributing the Image Club series of clip art and PostScript fonts for both Atari and Amiga. SoftLogik, 11131 S. Towne Square, Suite E, St. Louis, MO 63123, (314) 894-8608.

⇒ For \$349 up, WUZTEK offers a family of multisynch color/monochrome monitors for the Atari ST line. SOFTSWITCH, the most recent of their developments, is a proprietary resolution switching scheme that allows the co-existence of both color and monochrome software. A

remote electronic switch also toggles between resolutions whenever you want. In demonstrations, REVOLVER (By INTERSECT) was shown running both monochrome and color partitions simultaneously, and switching between them did not require rebooting. Wuztek, 1130-E North Kraemer Blvd., Anaheim CA 92806, (714) 544-7888.

⇒ MEGAMAX (the folks who brought you LASER C) are trying a new market as they premier two new consumer applications for the ST: SCRIPT and SKETCH. These are German imports, revised and enhanced for the US market. SCRIPT is a "high speed" word processor that lets you work on up to four documents at once, in a graphical environment. It does NOT use GDOS, and prints FAST. Script sports many features of WORDFLAIR and WORD UP, integrating proprietary text imaging and giving full resolution on 9 and 24 pin dot matrix printers as well as inkjet and lasers. The fonts are interchangeable with SIGNUM, with lots of new fonts becoming available soon at \$25-\$50 a family. Full "what you see..." screen handling is fast and innovative. Pictures can be imported as well. Mono monitor and 1 MEG RAM is required for the suggested retail of \$79.95. SKETCH is the US version of STAD, a high resolution paint and 3D modeling art application listing at \$99.95. It features most of the familiar drawing AND painting tools, plus 3D wireframe, extrusion, and rotation in real time, perspective, and bit image copy into the paint module. Megamax, 1200 E. Collins #214, Richardson TX 75081, 214-699-7400. ♦

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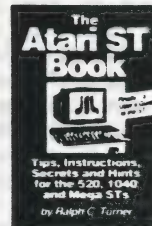
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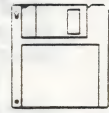
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THE ATARI EXPLORER STORY

by John Nagy

ATARI EXPLORER MAGAZINE is "the official Atari journal", owned by Atari Corporation and going to about 35,000 readers. On March 15, 1990, Atari fired the entire Explorer staff at the Mendham, New Jersey office including Editors Betsy Staples and David Ahl, technical editor John Jainschigg, and assistant editor Barb Edwards. Rumors immediately claimed that "incendiary" commentary in the then-unreleased SPRING issue were the cause of the firings. On March 29, Atari issued a press statement that made no mention of firings, announcing "plans to enhance the ATARI EXPLORER magazine" following "necessary actions taken to relocate the operation closer to headquarters in Sunnyvale, California." Subsequent events have proven the rumors to be true.

Payment delays forced the January/February Explorer to go out late. Editor Staples decided to explain their plans to reorganize the Explorer production schedule to have a "Spring", "Summer" and "Fall" issue, then to be back on the bi-monthly schedule by November/December. But Staples did not just explain. In her editorial entitled "What Ever Happened to the March/April Issue?", originally set into the "SPRING" issue of Explorer, she went on to add some searing criticism: "We are simply trying to minimize the damage done to our dealers and our advertisers by one penny pinching sycophant in Atari's accounting department." "It is very embarrassing to have to offer an explanation of this sort - rather like having to tell your friends that you can't go to the dance, not because you absolutely HAVE to wash your hair but because your mean old ogre of a father says you're too young."

Meanwhile, David Ahl was taking his shots at Atari in his NEWS AND VIEWS column: "I was sick and tired of taking heat from a certain un-named member of the ruling clan at Atari Corp. --call him Mr. L-- who regularly rants and raves about things that appear in this column." "After the November/December 1989 issue came out, Mr. L called and reamed me out for publishing remarks about the Portfolio from the very thorough test given it by Personal Computer World in England.... I remarked that I wouldn't have to publish test results from other magazines if Atari would simply lend the editors of its own magazine -ie, us- a Portfolio on which we could run our own tests. "NOT A CHANCE" said Mr. L, 'you published incorrect information which you didn't check with me. You probably won't get the facts right even if you had your own machine, so you're not going to get one'."

When Atari received their advance copies of Explorer, their reaction to these and other similar comments in the columns was instant and livid. All issues (minus a few leaks) were gathered and held out of distribution. Jim Fisher, Atari VP of Marketing and Advertising, called David Ahl and Betsy Staples and fired them both on the phone.

Staples says that she was taken by surprise by the reaction and firings. Although she understood that Atari would not enjoy the negative exposure, she felt that the "readers had a right to know what happened to their magazine", that the matter was "stupid, absurd, so dumb", and that her article was "totally truthful and not damaging to the company" in her opinion.

Ahl related that their relationship with Atari has always been "up and down", and that they seldom knew who to report to. In less than two year's time, Neil Harris, Sig Hartmann, Joe Mendolia, Augie Ligouri, Mike Morand, and in the end, Jim Fisher were among those to whom Staples and Ahl reported. Ahl says that it was his intention to keep in mind that his magazine was trying to "represent Atari", but that it was important to remain honest to the readers.

The financial and delay problems stemmed from the

ATARIAN project, a short-lived GAME specific magazine produced by Ahl under the direction of Mike Katz, President of the Atari Entertainment Division. But Katz's replacement, Ron Stringari, didn't care for the concept and also did not approve paying for ATARIAN. The printer, art house, and production people were all the same ones that did Explorer, and by the time the essential services were paid, EXPLORER was delayed over a month.

Since the firings, the Explorer issue was redone and finally distributed by Atari, replacing the offending editorials with other material. The Contents page still bears the evidence, however, giving the name of the Staples editorial that no longer exists.

Rumor had it that John Jainschigg was the leading candidate for editor of Explorer, particularly after his editorial replaced Staples' in the revised issue. Atari appears to have approached Larry Flynt Publications, former publishers of ANA-LOG and ST-LOG, but Flynt turned the opportunity down. ST-WORLD magazine publisher and World of Atari show promoter Richard Tsukiji is also said to have bid for EXPLORER. However, at the Atari shareholder meeting on May 15, Jim Fisher was announced as the new Editor of Explorer. ♦

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Z*NET UPDATE

by Ron Kovacs

May 1990 marks the 5th anniversary of publishing our online magazine Z*Net, formerly called (ZMagazine and ST*ZMagazine). In March 1990, this publication reached it's first year of publishing and after some reorganization, plan to continue thru the next year.

We have changed our format and page count to expand our coverage to the user groups not able to add the additional 12 pages we were previously releasing. We have slimmed down to 8 pages and will supply additional pages when it is available. Your editor will surely update you when we have extra material to share.

During the months ahead, we would like to highlight your group in a column here in Z*Net. Please call me at (201) 968-2024 between 7-9pm any night if you would be interested in having your group discussed. We will also reprint the column in our weekly online magazine Z*Net Online. The subject should pertain to your group activities, AtariFest, library, newsletter, etc..

In between your user group newsletter, you can get the latest Atari news through Z*Net Online. Released every Friday evening on CompuServe and GEnie, Z*Net

Online covers Atari News, Industry News, feature articles and regular columns from Alice Amore and Mark Quinn on public domain and shareware releases, Jon Clarke covers New Zealand and Australia with his Z*Net Down-Under column, John Nagy's feature articles on Atari shows, news, interviews and much more. Z*Net Online is distributed on over 500 BBS systems around country and through-out the world. If your system carries our publication, let us know so we can add it to our growing list of carriers.

Another outlet to communicate directly with us is through the Z*Net Online BBS. The system is available 24 hours a day at 2400 baud at (201) 968-8148. There are 16 message bases covering popular Atari areas and a new area dedicated to our newest online magazine, Mechanics Online Magazine.

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I want to thank everyone for their support over the last year. We are growing and appreciate everyone's assistance. ♦



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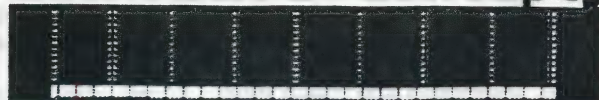
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SPRING ATARI SHOW REPORT ROUNDUP

TORONTO ATARI USERS CONVENTION - TORONTO, ONTARIO, CANADA - Nearly 1,000 attendees provided a steady stream of people at the TAF show, Sunday April 1. They saw an abundance of dealers, a lack of developers, and an assortment of seminars. Atari displayed their ENTIRE product line, from the 2600 game machine and LYNX right through the PC-Clones! Lynx, STacy's and Portfolios were in abundance, and the quick shopper even saw a few Atari CD-Rom's being sold.

Simple Software showed their "Survival Guide To The ST". Michtron, one of the regular Atari show attendees, was "blowing out" their entire product line at fantastic prices. D.A. Brumleve was showing her line of educational programs. Clear Thinking Software displayed a new desk accessory called "Diary & Ed-hak". Strata Software was showing STalker 2.0.

Lantech demoed their 10 megabit local area network. They had three ST's networked together and visitors could experiment around with it. Features include 10 megabit transfer rate, self-contained interface that plugs into the cartridge port, and quick connect cabling. You can access any disk drive and any printer from any of the computers connected to the network. Cost is only \$179 per computer. Call (510) 744-7380 for more info.

In the "Ask Atari" seminar, the folks at Atari Canada didn't seem to know much about their products. A few of the technical questions seemed to get poor answers. There was still a reluctance to answer questions about the TT. Atari Canada is also having a hard time getting products. Canadian stores did get a couple STacy computers, but are reluctant to sell them because they want one as a store display model. They do not expect future shipments until fall.

DISNEYLAND WORLD OF ATARI - ANAHEIM, CALIFORNIA, USA - The World of Atari returned to Disneyland this April 7-8. Vendors peg the attendance at near 3,000 on the first day and perhaps just over 1,000 on Sunday. Last year's performance at WOA Disneyland claimed over 10,000 people, with more conservative estimates at under 6,000. There WAS advertising for this show, with Atari picking up the tab for \$20,000 in (ugly!!) display ads in the local and major papers.

Atari Corporation was present in force, with an impressive layout at the center of the exhibit hall. On display at Atari: A PAIR of TT 68030 machines, six or more LYNX machines, a 4160STE providing some stellar demos and sock-knocking stereo music, a slew of PORTFOLIOs and accessories, a STACY 4 connected to a small MIDI Synthesizer, the CD-ROM player showing quick access to the D&C ST PD software disk, a Megafile 44, and several Mega and ST computers. Desk Set II was being demonstrated on a Monitorm big screen monitor, one of only two at the show.

On hand for Atari were Charles Cherry, Dan Macnamee, John Townsend, Ken Badertscher, Elizabeth Shook, Don Thomas, and more. Notably absent was Bob Brodie, who was in Washington DC early in the weekend promoting Atari to a group of 400 dealers, and then went home to attend family matters.

A "developer" meeting on Saturday night after the show turned into more of an "anyone" meeting, with over 200 people dining on Atari's treat of ribs and Mexican food, beer or pop, etc. Atari footed the \$2,000 bill. Charles Cherry introduced Dave MacNamee, who in turn demoed SOFTSOURCE live online at GENie.

The show featured a wide and interesting variety of developers and vendors. Many agreed that the show was enjoyable and fairly profitable, if smaller in attendance than they were hoping.

User groups were heavily involved in the setup and take-down of the Atari booth, as well as in the distribution and accounting for the loaned equipment from Atari. The close-down and accounting was done in record time by the well organized volunteers, who amazed Atari officials with their thoroughness and efficiency.

MIDWEST ATARI SWAPFEST - GURNEE, ILLINOIS, USA - Midwest Atari Swapfest '90 was held on Sunday, April 22,

1990, in Gurnee, Illinois, sponsored by the Lake County (IL) Atari Computer Enthusiasts and MilAtari Ltd., from Milwaukee, Wisconsin. Other area Atari user groups also participated in the show, including the Rockford (IL) Atari Computer Club, Greater Chicago Atari Computer Enthusiasts, Quad City Atari Computer Club, TUG (The User Group) and S.C.A.T., also from the Chicago area. The show was intended to be a small scale effort, in part to determine if the groups could put on a larger show in the future.

A number of local vendors plus a few developers rounded out a small show floor, but with perhaps 400 expected, over 1,000 people came to shop Atari. The hall was so packed, organizers feared the Fire Marshall might close the show.

A highlight for many was meeting Bob Brodie of Atari and Jeff Williams of GENie. Bob brought along the Lynx, Portfolio, STe, and STacy for the enjoyment of attendees. The STe's sound capabilities were demonstrated through the use of stereo speakers and a special demo program designed for the STe. Bob presented two seminars to packed audiences. Attendees came from as far away as Downstate Illinois, Indiana, Iowa, and Michigan.

BITS N' BYTES SHOW - AUCKLAND, NEW ZEALAND - On Wednesday the 25th of April, all the Major vendors and suppliers to the computer industry moved to the Auckland Expo centre and set up their booths. The range of computers and products was amazing. You could see Mac's in LAN's with 386sx's and all running on Fiber-optic's to a local user group BBS, to a Commodore Cave filled with PC's, C128's and Amigas to a new 386 zipping through 'Autocad'.

In the middle of all the IBM related products and right behind the 'MicroSoft' booth was Atari-New Zealand. It was nice to see a Monitorm on a Mega 4 showing off the 'Hawk flat-bed' scanner. We were all looking for the new 'TT'. People from all over the country had arrived to see it, only to find it wasn't there. The Atari-PC range was on display, showing demo's of 'Pro-Fax' and strutting their Graphics capabilities with VGA slide shows.

Also the new STe's were there in force with demo's showing all the new features that it has. There was a new 520STe upgraded to 4 megs sitting there for all to see. A few months ago this was a well kept secret, that all you do is up the size of your memory by replacing the 'SIMMS' pack, and now it is sold as an option by our ATARI distributor.

PACE SHOW - PITTSBURGH, PENNSYLVANIA, USA - (See related coverage in NEWSWIRE.) The PACE show was held near Pittsburgh, PA, held on April 28 and 29. Turnout was an incredibly low 350 on Saturday and 100 on Sunday, leaving dealers and developers to talk to each other and ponder their losses.

As for seminars, Nathan Potecchin of ISD gave a great talk on the Calamus line of publishing software.

After an extended introduction by moderator Ralph Mariano of ST-Report, Bob Brodie held a short question and answer period with the sometimes hostile crowd. Bob was visibly tired from a very busy schedule, but fairly gracefully fended off the occasional "cheap shot."

Someone did ask about the buggy TOS 1.6 that is in the STe's and Bob said that there is a new version of TOS 1.6 on ROM now that will alleviate the problems.

Pattie Rayl from Unicorn Publications briefly introduced AIM, her monthly Atari magazine and disk.

Derek Signorini introduced the Atari Users Association. What the AUA hopes to do is unite all Atari users worldwide in hopes that it will create a rather large voice to Atari. They already span several countries. Registration for the AUA is free.



PORTFOLIO SOFTWARE SHELF

by Ron Kovacs

The following is a list and description of public domain and shareware files available for the Atari Portfolio. All of these files are currently available in the PortFolio Forum on CompuServe.

EMMAPF.ARC: Emma for the Portfolio. Emma, PC Magazine's MCI Mail utility, automates the interface to MCI for uploading and downloading mail. Written by Pete Maclean.

XTERM2.COM, XTERM2.DOC, XTERM2.HEX: This is the X-Terminal package for the Atari PORTFOLIO. It contains half and full duplex, simple macro capability, and it strips the high bit even in 8-bit communications (for CIS). It is entered into the public domain by Jim Strauss 70116,667.

DIAL.ARC: Dial program for Xterm. Modify the phone number in DIAL.BAT to the BBS needed. The program will dial a Hayes Compatible Modem and call Xterm. Additional comments in batch files for wait period, etc.

PFBOOT.ZIP: Atari Portfolio Serial Interface Bootstrap programs automatically load XTERM1 using binary-to-hex translations through the serial port, with checksums. Takes the drudge out of loading a serial only Portfolio. Simple, even a "Type-A" personality can do it!

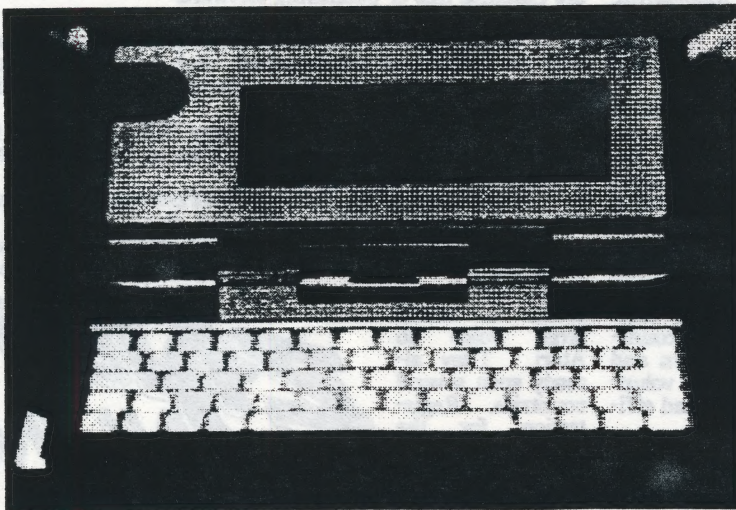
PXM.ZIP: Revised version 0.2 fixes the check for port status when writing a transfer block.

PFCAL.SIT: This is a Macintosh Hypercard stack which will convert a Portfolio Diary file into a very nice standard calendar form, complete with all your appointments. May be printed with a LaserWriter or ImageWriter. **USEFUL ONLY ON A MACINTOSH, TRANSFERRED AS MACBINARAY AND COMPRESSED WITH STUFF-IT.**

PASSWO.ZIP: Password v1.00 is a security program designed to prevent unauthorized access to your Portfolio's data. The .EXE file is 512 bytes in size, and a DOC file is included. Developed by Albert Nurick.

FILELI.BAT: A .BAT file for your PF which will list files from a volume to your screen. It is set to list all the files in all my subdirectorys on volume A: but you can easily change this with the editor. This is a piece of an AutoBackup routine.

SDL.ARC: Another Portfolio sorted directory utility. Includes a small batch file that allows it to run correctly using the /P option. Sorts directory by filename, date, size or extension.



ATTR.COM, ATTR.DOC: This program from PC Magazine permits display and modification of the archive, system, hidden and read-only file attributes.

PDD2.EXE: This is a program that permits a Tandy TDD-2 disk drive for the Model 100/102/200 to be used with an MS-DOS machine. Downloaded from the Atari BBS. The accompanying messages said that the author's name is Tim Palmquist and that he can be found at the Portable BB at (603) 924-9770.

WCX.ARC: Portfolio (MS-DOS) program that counts words, lines and bytes in a text file.

UPDATE.ARC: Newest version of update fixes "space-return" in editor of version 1.070 but is compatible with 1.052 and includes all previous fixes. UPDT104.COM is 1536 bytes. Place in autoexec.bat file. Copyright 1990 Atari Corporation

ARCEX.DOC, ARCEX.COM: ARC Extractor program from the IBMNEW Forum; works well on PORTFOLIO. Rename this file either ARC-E.COM or ARCE.COM for it to work properly. NOTE: be sure to get the DOC file for this program; it's full of / commands that can be used for advanced applications.

BATCH.ARC: Useful Batch Files for the Atari Portfolio.

STRIP.ARC: For automatically stripping hard carriage returns from ASCII files, as in transferring text files to your word processor via the Portfolio parallel interface.

TEXTCO.ARC: When transferring text files via the parallel port to your IBM, you'll end up with hard carriage returns at the end of every line. (This won't happen when you use an XMODEM program via the serial port.) Textcon will take out those carriage returns -- except those at the end of a paragraph. It's pretty accurate. If you're using a 40 character screen, make sure you select the switch that adjusts a different default for the right margin.

BINHEX.COM: This takes a binary file and converts it to a hexadecimal file (which can be converted back by HEXBIN.COM). The resulting hexadecimal file is called RESULTOUT. It can be used to create text files that may be transferred to the Portfolio using the standard DIP-DOS COPY command. BINHEX can be copied directly to the Portfolio using COPY AUX.

CHKSUM.COM: This takes a filename and prints a simple checksum for the file as a hexadecimal number. (It is a simple sum of the bytes in the file). It can be transferred into the Portfolio with a COPY AUX CHKSUM.COM and it should end up as 118 bytes long. It is useful for verifying transfers of files. **PKUNZIP.EXE:** Unzipper program (shareware) called PKUNZIP (ZIP is another flavor of achiving systems.)

OTHELLO.COM, OTHELLO.DOC: Othello. Use the ALT and cursor keys to scroll around. It's a whole new twist on an old game! Some may find the screen scrolling irritating.

QEDAUX.ARC: QEdit 2.08, an excellent shareware text editor. This ARC contains the configuration program (QCONFIG.EXE and QCONFIG.DAT) and README, and unArcs to almost 60K.

SCI-13.ZIP: This is a Small 'C' interpreter. The EXE file is only 32K. One word of caution: Stay away from the 'edit' command as it requires an ANSLSYS driver. You may edit the SHELL.SCI program so that 'edit' can no longer be used. Full documentation is included. Shareware. ♦

1990-1991

JACG MEETINGS

July 1990

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14 JACG MEETING

July

August

11 JACG MEETING

September

8 JACG MEETING

January 1991

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13 JACG MEETING

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November

10 JACG MEETING

December

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12 JACG MEETING

January

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April

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May

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June

8 JACG MEETING

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